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Subject: Re: OnLive is out

Posted by [R315r4z0r](#) on Thu, 18 Nov 2010 22:40:43 GMT

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It's been known from the start that it was it's own console. They never said it wasn't.

However, originally there was an intended monthly fee for the service, but that was recently taken away. So the service is free to use, bar the price of games.

There are a couple things that I like about this cloud-based system.

One, there is instant recording capabilities. So if you're playing Crysis or something and want to record what you're about to do, there is a button on the controller that will let you do that. Then you can upload it and show it to other people. It's like having a built-in Fraps that doesn't slow down the game's performance.

Another thing is that there isn't any lag from player to player. Since the cloud is in one server, all the individual players are technically playing on the same client. Therefore, there isn't any player-to-player lag issues in online games. It's like one really, really big LAN party.

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